

The W.A.N.D.

VOLUME 3 NUMBER 7

Westchester Atari News Digest

JULY 1987

from the EDITOR

by ROLLY HERMAN

July is usually a rather quiet month as far as computer activity is concerned. Our group did not have a meeting this month because it would have been too close to the 4th of July week-end. I had contemplated omitting a July issue of the W.A.N.D., but there is a lot of material and some "ads", so I thought that perhaps our members would like to have an issue this month.

I had the occasion of meeting an Atari last week who has upgraded from 8-bit to ST, but he still has kept a 130 XE and an 800. He has obtained the software emulator called PC Ditto which allows running various IBM programs on the ST. He runs Lotus 1-2-3 and other programs and says that they work fine. He also has obtained the software emulator for running 8 bit programs on the ST and says that it is slow, but that it works fairly well. He also said that there is an abundance of software for the ST machines. It is available from commercial sources, public domain, Genie, Compuserve, and BBS's. I was interested in getting his opinions, but I am not yet ready to upgrade to an ST.

Many of the other user groups are publishing ST articles in their newsletters. In fact, some newsletters have devoted most of the space to the ST's. Neither the officers nor I have had any communication from any of our members in regard to the articles in the W.A.N.D. Therefore, I am still progressing under the assumption that I should print articles relating to 8 bit ONLY. I hope that this meets with the desires of the majority.

I am still making requests for articles from our members for The W.A.N.D. John Palmer has been contributing articles regularly, and I write a few here and there, but the bulk of the material still comes from authors from other clubs. It is hard to believe that none of our members can write a review or a criticism or a hint about a game or a piece of hardware or software. How about it? Sit down and boot up your favorite word processor and type up a piece for the W.A.N.D. Then SAVE it onto a disk and mail it to me. Put in a note telling me which word processor you used. Don't worry

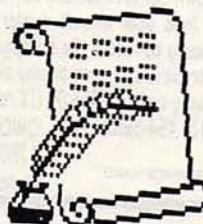
about margins, spacing, and general format. I will take care of that. You will enjoy doing it, and after you have done it once, and found out how easy it is, you will be more apt to become a regular contributor.

Many of the articles in this issue are in three column format. I do not particularly favor a three column set up, but the material was photocopied from other newsletters as it appeared. It was not practical to retype everything and set it up for our usual two column arrangement. I hope that our readers will understand. I feel that it is worth making use of interesting articles even if it requires sacrificing our standard format.<>

NEXT MEETING AUG 6

Our meetings are always held on the first Thursday evening of each month. Therefore, the next meeting will be on Aug. 6, 1987 at 8:00 PM at 100 High Point Drive, Hartsdale, NY. in the recreation room on the ground floor. Tell the guard that you are attending the Atari meeting. When you come into building 100, press the Black button for the guard to open the inner door. For travelling directions call Henry Jacoby at 914-761-8664.

The club has purchased public domain disks from another user group. Henry Jacoby is busy preparing these for sale. They will be available at the August meeting. Be sure to attend and purchase your copies.<>



800 XE PLUS

Review by
John Palmer

The 800XE PLUS from TRIPLE C COMPUTERS is a hardware upgrade that sounds too good to be true. I have seen a couple of RAMBO upgrades and was not impressed. That the RAMBO's were not 100% compatible with the 130XE kept me from taking the plunge. I considered buying a 130XE and avoiding the problem, but since I was on intimate terms with my 800XL (after installing the chroma mod and an OMNI chip), not to mention the cost, I kept looking.

Along came the 800XE PLUS. The ad said it all. THE 256K upgrade for me, 100% XE compatibility and RAMDISK support with DOS 2.5 and the RD.COM handler in SpartaDOS. PaperClip, Synfile+, Atariwriter+ and TypesetterXE will run on this upgrade.

OK, let's go for it! When the package arrived I unplugged my 800XL and took it to Rolly Herman's for some expert help. By the time I got there Rolly had the soldering iron hot and the tools ready. The package contained a neat little printed circuit board, completely prewired, and the eight 256K DRAM chips that would replace the 64K set. The

installation instructions were very well written, with diagrams where necessary. After disassembly, the DRAMs were replaced (no big deal, mine were socketed), and the board was installed by removing one chip and plugging the board in its place. Five pins of the PIA chip had to be bent up to receive a plug from the board and three solder connections completed the mod. A switch (prewired to the board) had to be mounted to the case in order to select modes. When the switch is in one position, the computer will be in 256K 800XL mode and in the other position it will be in 128K(130XE) mode. The entire installation took about 90 minutes.

With much confidence (Rolly had done most of the work), we proceeded to test out my XL/XE quarter-megger. Everything worked as promised, I now had a switch-selectable 256K 800XL or 130XE. Syncalc, Atariwriter+, DOS 2.5, TOPDOS and MYDOS all recognized the extra memory. Happy software (ver. 7.10) identified the extra memory as a 130XE when the switch was in one position and as a 256K Newell in the other. It still seems too good to be true, but it works!

I can heartily recommend the 800XE PLUS. It's everything TRIPLE C COMPUTERS claims. Just one word of caution; if your chips are soldered instead of socketed, please do not attempt this upgrade unless you've had lots of experience. Installation is available from TRIPLE C (at an additional fee, of course). See the ad in this newsletter for details.<>



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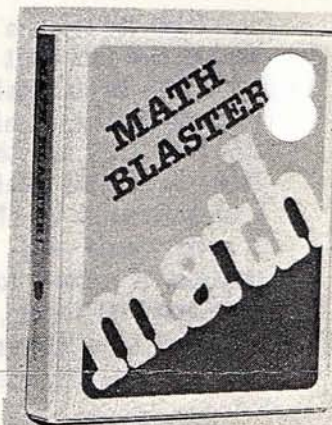
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Editor's Note: The following article was reprinted from LOCO EXPRESS, June 1987 issue with our thanks.]

HOT NEWS & REVIEWS...



READ ALL ABOUT IT!

Downloaded from Compuserve
ZMAGAZINE APRIL
HOT ATARI NEWS AND REVIEWS
ISSUE 48
April 20, 1987

Atari and Commodore Settle Lawsuit Atari, Inc., Sunnyvale, CA., and Commodore International Ltd., West Chester, PA, announced that they had settled all pending litigation between Atari and Commodore's subsidiaries, Commodore-Amiga Corp., and Commodore Business Machines Inc. The companies would not comment beyond a joint statement that said that the suits had been "settled and discontinued on terms satisfactory to both sides." A Commodore spokesperson said "Commodore is giving out no information whatsoever" about the lawsuit. Both firms said that a condition of the settlement agreement was that they not disclose or discuss details. Observers said they expected the settlement of the suit to relieve pressure on Commodore, which has been financially troubled during the last three quarters and has recently introduced new versions of the Amiga and a new MS-DOS based PC "clone". The companies would not discuss whether Atari would receive payments from Commodore, but informed sources hinted this to be the case. The incident of Commodore, sued Commodore shortly after he purchased Atari from Warner Communications in 1984. That suit charged Amiga Inc. with breach of contract. Atari had negotiated a technology license agreement with Amiga, Inc. which

developed the support and graphics chips for the Amiga Computer. Commodore, which acquired Amiga in late 1984, was later included in the lawsuit. Atari later sued Commodore, again alleging that the Amiga infringed on Atari patents.

AUTODUEL INCOMPATIBILITY

If you've got an ICD doubler installed in your 1050 or are using an INDUS drive, you'll want to be very cautious before purchasing ORIGIN SYSTEMS new AUTODUEL game. Basically all you get is an endless repeat of the title screen! Previous ORIGIN Systems products ran fine on these drives. They have apparently switched to a new copy-protection scheme. Unfortunately, the scheme has the effect of zapping a lot of honest users of the software. If you use an ICD Doubler or an INDUS, don't purchase AUTODUEL--at least not until they come out with a version to work on those drives.

LIBRARY & DAISY-DOT

by Rolly Herman



I have placed the fabulous Near Letter Quality printer program called Daisy-Dot into our club library. I downloaded the program from GENie. It was in ARC format and 379 sectors. I ARC extracted it. It is complete with documentation and a font editor. I also downloaded a program to convert regular Atari 809 sector fonts to the special 813-815 sector fonts used by Daisy Dot, and I downloaded two additional fonts. Daisy-Dot is compatible with Epson and Epson compatible printers, and it will give Near Letter Quality to any of those printers and in any font. The font editor is unusual in that the grid is 16 bytes high and the width can be greater or less than 8. The spacing between letters, and the length of the lines is adjustable. The density of the printing is also adjustable. Daisy-Dot is a share ware program written by a fourteen year old. See the review in the June issue of The W.A.N.D. then contact Henry Jacoby and buy your copy of Daisy-Dot. If you like the program send a donation to:

Roy Goldman
2440 South Jasmine St.
Denver, CO 80222

[Editor's Note: The following article was reprinted from KEEPING P.A.C.E., June 1987 issue with our thanks.]

WHAT'S A LINK?

by Bob Crowell
reprinted from

BIACE issue 4, vol. 5

Like many of you who are reading this, I have more than one Atari 8-bit system. In my "Computer Room" two systems are set up side-by-side in an L-shaped arrangement, so by simply turning my chair, I can use either keyboard.

In my own version of 8-bit "multi-tasking" quite often one computer is booted up as a word processor and the other is booted up with EXPRESS! terminal software. As such, I can capture any text while on-line with a BBS, condense or alter it in some way in the word processor, and then re-upload it in a more polished form, all without logging off whatever BBS I was on.

Unfortunately, this has always involved a lot of disk swapping between systems; not difficult, but rather inconvenient if you do it a lot. I have always felt there was a need to be able to link two independent systems, but there has been no way for me to accomplish it...until I created "LINK".

LINK is a relatively simple switch-box that allows me to switch ONE disk drive between TWO separate Atari 8-bit computers. Since this isn't intended as a "construction-type" article, I won't get into circuit diagrams or specific electrical precautions to take, but I will discuss what I did in more general terms. If you think you'd like to tackle the construction of a LINK, you can contact me through this newsletter, or on the RHODE ISLAND ACE BBS for more details. (RHODE ISLAND ATARI COMPUTER ENTHUSIASTS, 65 Russell Ave., East Providence, RHODE ISLAND 02914)

I had determined some time ago that even though the standard Atari serial I/O cable has thirteen connections, only FIVE of them are used by the computer to communicate with disk drives and many other peripherals! (Data In, Data Out, Ground, 5v.+/Ready, and

Command). A 5-pole, Double-Throw switch and the proper connectors are the only things needed.

The best way for you to visualize this device would be by comparing it to the standard switchbox most of you use to connect your Atari to a TV: with that switch in one position, your computer is connected to the TV's antenna input, and you see the computer's display; with the switch in the other position, your actual Antenna (or Cable) is connected to the TV's antenna input for regular TV watching. That switchbox happens to contain a Double-Pole, Double-Throw switch to switch the two antenna wires, while the type of switchbox I'm describing now requires a t-Pole, Double-Throw switch, to switch the five wires in the serial I/O cable.

The easiest way to make my device would have been to use three I/O cables, cutting one plug off each, and just soldering the appropriate wires at the cut ends to the switch. Then, the switched cable would plug into the drive, and the other two cables would go to their respective computers. That would have worked just fine; but I chose another route.

I happened to have an old, broken 835 modem, which had 2 I/O ports built in, and which would provide me with a snazzy case for my device at the same time. I decided to cannibalize it, totally isolate the ports, build my switch inside, and use half of an old I/O cable to connect to the drive. It actually turned out better than I'd hoped; I didn't even have to drill any new holes in the case! The switch protruded exactly where the power switch had been on the old modem, and with the addition of some stick-on letters (I covered the "Atari 835" with the word "LINK" using the press-on letters from a videocassette), it looked like a stock Atari item!

I assigned my old Atari 810 drive (set up as Drive #2 as my LINK drive, and it sits between the two systems, next to my LINK box. Now, with the switch set to the right-hand position, I can capture text on-line and save it to D2: ... then, I slide the switch to the left-hand position and load the same text into my word processor from D2: ... All without touching the disk!

By the way, since the 810 "parks"

its read/write head on track 29 when not busy, I leave a disk in the drive all the time now, so LINK is always ready to go. (Some disk drives leave the head at the position where it last read or wrote, and if the drive powered up in

that condition, it could "trash" the data on the disk.)

Because I already had a disk drive connected to each of the computers, it was appropriate that I assigned the LINK drive as Drive #2, but it should be noted that this same LINK device would allow the use of a single drive between two computers WITHOUT any other drives. These days, when Atari 8-bit computers are available for \$50 or less, it might come in handy to be able to share a (relatively) more expensive disk drive! However, if you do this, I caution you that you must be VERY careful when switching between computers, since any open disk files combined with disk swapping could effectively DESTROY the data on your disks. Be forewarned!

LINK turned out to be an incredibly simple and cheap device that really makes my computing more convenient, hence, a lot more fun! It isn't that what Home Computer is all about?

WRITE an ARTICLE

for the

W.A.N.D.

Programming hints

Reviews of

hardware/software

Game tips

TURBO-BASIC THE FIRST REPORT

BY KEN WARD

THE NORWICH USERS GROUP

NORWICH, ENGLAND

ISSUE 24, FEBRUARY 1987

The biggest problem we've had up to now with alternative Basic's for the Atari has been the cost. OSS have produced an excellent range of language cartridges but they have been very expensive. Now TURBO-BASIC has changed all that. It's a low cost extended basic which not only offers a fantastic range of new

commands, but also speeds up all your existing ATARI Basic programs.

When we offered it as part of the "World of Atari" collection, we had only had time for a quick look at it. Here is our first report.

Testing It's Speed

TURBO-BASIC flies! It runs all ATARI BASIC programs 3 to 5 times faster! To try and assess the speed difference, we ran a simple test program...

```
10 FOR X=0 TO 2:POKE 18*X,0:NEXT X
20 FOR X=1 TO 1000
30 KEN=1256*22/7
40 NEXT X
50 ? PK(18)
```

This program was tried in both ATARI and TURBO basics, with different line 30's. In most cases TURBO basic was at least 3 times faster. We also tagged the routine to the front of a lengthy program, and a GOSUB to the end of program as line 30. TURBO-BASIC came out of this test an incredible 11 times faster!!

In fact, it's speed seems to be the main problem you'll have running ATARI BASIC Programs in TURBO BASIC! In some programs you will have to add delay loops to slow it down!

[Editor's Note: The following article on Turbo-Basic was reprinted from the Status newsletter, June 1987, issue, with our thanks.]

Problems With Bad Programming

I have come across one program that was a bit of trouble, but that was due to poor programming(which was surprising, because it was an Analog program!).

In the end, it prompted me to write my first routine in Turbo-Basic...

In the initializing section of the program there was the usual modifying of the display list by using:

```
DLIST=PEEK(560)+256*PEEK(561)
```

and then at the end of the init he had added another mod. By POKEing directly into where the display list would have been in ATARI BASIC instead of using the DLIST pointer!

The other problem was more intriguing. It centered around a loop like this...

```
10 POKE 764,255:POKE 53279,10
20 IF PEEK(764)=20 THEN 100
30 IF PEEK(764)=22 THEN 200
40 IF PEEK(53279)=5 THEN 300
50 IF PEEK(53279)=4 THEN 400
60 GOTO 10
```

It worked OK in ATARI BASIC, but in TURBO it popped straight out of the loop at line 40 even though the SELECT key had not been touched! We found that adding a short delay loop at line 15 allowed the loop to work correctly, as did POKEing 53279 with 8 in line 10, which is the correct value to clear the CONSUL keys.

If you come across any more examples - let us know.

TURBO Basic Memory Map

TURBO BASIC is a full 16k of code, yet it gives you another 1.5k of free memory over ATARI BASIC!

The bulk of TURBO BASIC is hidden under the Operating System ROM at the top of memory. The VBLANK routine has been modified to flip between the twinned memory blocks, allowing access to both areas.

The rest of TURBO BASIC sits in the block from 8320 (\$2080) to 13864 (\$9018). This is in the area normally used by DOS (and DUP when loaded), which explains why after calling DOS you cannot go back to TURBO BASIC. Which in turn explains why DOS commands have been added to the language.

Note that because of the re-arrangement of memory, the area occupied by the screen and display list at the top, and the variable tables, etc. at the bottom, are in new positions. Providing you use the pointers to find their new locations you'll be OK.

Formatting Disks

The only useful DOS command that is missing from TURBO BASIC is FORMAT. However, if you do get stuck and need to format another disk - the XIO commands still work.

XIO 254,#1,0,0,"D:" formats in the default drive format. If you have a 1050 and you need to format in single density use 253.

CONTINUED on NEXT PAGE

Changing Variable Names

The major problem I've found with my own programs is that I have been using variable names that are commands in TURBO BASIC! Names like MOVE, TEXT, DIR, MOD, DEC and HEX\$ are among my favorites! And of course it means I've had to rename them to stop TURBO BASIC erroring out.

Going through the programs modifying every occurrence of a name can be time consuming if there is a lot of them. One way out is to use a word processor in "Search and Replace" mode, but that means LISTing the program out and booting in the word processor. Again time consuming. In the end it prompted me to write my first routine in TURBO BASIC...

Type in the program and LIST it to disk. You then load the program you need to modify, ENTER the Renamer routine, and run it with G.32000

How It Works

In line 32070 we find the length of the variable table and dimension KEN\$ accordingly. The next two lines fill KEN\$ with complete list of variables.

The end of a variable is marked by being an inverse character, so in the next loop, which prints all the variables on the screen, we check for an inverse character at line 32120, and convert it before printing it. If there are a lot of variables, use CONTROL-1 to freeze/unfreeze the screen.

You are then asked for the variable you want to rename.

Include the '(' if it's an array, and the '\$' if it's a string.

By printing the name you've typed in and positioning the cursor before getting an input, saves you the bother of typing in the complete name. Just modify one or two letters and hit RETURN.

A check is then made to make sure the names are the same length. (This subroutine only modifies the particular name - it doesn't re-write the complete variable table).

The last character of our first input is then inversed before using the INSTR command to find it's position in the variable table. If x=0 then you've tried to modify a

variable that doesn't exist!

If all is well, the last character of the new name is inversed before using MOVE command to move the new name into the table area.

And that's all there is to it. Don't forget the programs you modify must be SAVED files. LISTed files won't put the names into the variable table in the first place - the lines will just error out.

We haven't bothered with TYPO codes on this one - the easiest way to check it is to run it by itself (after you've LISTed out a copy to disk, of course!). After you've run the program, LIST it on the screen to check the changed names.

```

32000 REM *****
32010 REM * VARIABLE RENAMER FOR *
32020 REM * USE WITH TURBO BASIC *
32030 REM * KEN WARD 8th Jan 87 *
32040 REM * NORWICH USERS GROUP *
32050 REM *****
32060 REM
32070 CLR :CLS :N=DPEEK(132)-DPEEK(130):DIM KEN$(N),VAR$(30),NXT$(30)
32080 KEN$="" :KENS(N)="" :KENS(2)=KENS
32090 MOVE DPEEK(130),ADR(KENS),N
32100 POSITION 2,0
32110 FOR X=1 TO LEN(KENS)
32120 Y=ASC(KENS(X,X)):IF Y>127 THEN Y=Y-128:CHR$(Y):GOTO 32140
32130 ? CHR$(Y);
32140 NEXT X
32150 ? "What is the name of the variable you":? "want to rename ";;INPUT VAR$
32160 ? "Please type in new name - REMEMBER -":? "name must be same length!":? "
      :VAR$;:POSITION 2,PEEK(84)
32170 INPUT NXT$:IF LEN (NXT$)<>LEN(VAR$) THEN ? "<-":GOTO 32160
32180 Y=ASC(VAR$(LEN(VAR$)))+128:VAR$(LEN(VAR$))=CHR$(Y)
32190 X=INSTR(KENS,VAR$):IF X=0 THEN ? "<-":GOTO 32150
32200 Y=ASC(NXT$(LEN(NXT$)))+128:NXT$(LEN(NXT$))=CHR$(Y)
32210 MOVE ADR(NXT$),DPEEK(130)+X-1,LEN(NXT$)

```

WANTED!

NEWSLETTER ARTICLES,
REVIEWS, EDITORIALS,
ARTWORK, ETC.

[Editor's Note: The following article was reprinted from Mile High Atari Magazine, June 1987 issue, with our thanks.]

Reprinted from Skyline BBS

What is it with this .ARC stuff anyhoo???

ARC (short for ARChive) is an 'Industry Standard' that lets you save disk space (or download time!) How standard is it? I've already run into a number of 8-bit files that were ARCD on an ST, and transferred with no problem to my little XE.
Nice!

ARC does 2 things:

(1) It 'compacts' individual files. Using some highly complex algorithms, it actually makes most files take up less disk space! The savings can range up to 50%.

(2) It lets you combine multiple files into <ONE> file.

So if you have a Killer Program that makes use of 5 different files, you can ARC them all together. Once you have KILLER.ARC, it's much easier to upload, download, backup, etc.

Question: What's the difference between SCRUNCH and ARC?? Simple. SCRUNCH is a 'disk oriented' program. It copies/compacts a WHOLE DISK into one file — including any 'boot' (non-file) sectors.

ARC is a 'file oriented' program. It only works on regular, named files. And it DOESN'T handle boot sectors (so you can't ARC DOS.SYS, nor any other file that depends on non-file sectors.) Each has it's place, but for most uses, ARC is better.

The catch: Once you have an ARC file, the INDIVIDUAL files contained in it are in 'ARC Code'. Before you Can use them you need to EXTRACT them (i.e. restore them to their original form.)

That means the FIRST thing you need is ARCX (ARC Xtractor). Get the latest version from this DL (as of this writing it's ARC12) and

download it. This is a 'binary' (machine language) file.

***NOTE: ARCX MUST BE RUN WITHOUT BASIC! If you have an XL/XE, boot up holding down the OPTION key (which disables the built in Basic). If using an 800, remove the Basic cartridge. Unless you renamed ARCX to AUTORUN.SYS, you will then be in the DOS menu. Use the L (Load ML) command to load ARCX.

Once in the program, Prompt #1 asks you to specify an .ARC file to decode, press + for a directory, or RETURN to end (exit to DOS.)

To extract (decode): INPUT the FILE NAME of the target file (eg. D1:KILLER.ARC)

***NOTE: ARCX does have some defaults. If you don't specify a drive number, it uses D1: If you don't use an extender, it will automatically add .ARC to your INPUT. I'm paranoid and usually type out the Whole Thing.

***IMPORTANT!

PLEASE make sure that your target file <ALWAYS> has an .ARC extender. If you don't, and the ARCD file contains an individual file with the same name as the target ARC file, things get messed up Real Fast. Better safe than sorry...

Prompt #2 is for the DESTINATION drive. Just press the number...no RETURN is necessary.

***IMPORTANT #2!

ARCX does <NOT> support disk swaps! Thus, if the .ARC file is on D1 and you specify 1 as the DESTINATION drive, extracted files WILL BE WRITTEN TO THE SAME DISK! It's up to you to allocate your system resources. (The XE ramdisk can be Mighty Handy, here.) Remember that .ARC files may take up to twice as much space when expanded!! Make sure that you have sufficient space on your destination disk. (BRO SHOARC.* in this DL for a program that will give you information on any ARC file, including file sizes.)

Last prompt asks whether you want the screen turned off. Press Y or N. As Atari vets know, this speeds up things some.

From that point, the process is AUTOMATIC. Don't press any keys. GETARC will examine the TARGET file. For each file contained therein, ARCX gets it's name, determines which compaction method was used (this info is printed to the screen), expands the file back to it's original form, and writes it to the DESTINATION drive.

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***NOTE: this DOES take awhile. It may be that you will spend a few minutes with nothing happening on your drive. Be patient.

Once the whole file has been extracted, Prompt #1 comes up again. If you're done, hit RETURN to end the program and return to DOS Otherwise, repeat the process.

Ready for the other end of this combo? Time to ARC your own files, right? You need the ARC maker. You can find the latest version in this DL (as I'm writing, that's ARC12.ARC) It is, what else, an ARCD file, so you need to Extract it.

Once you've got the ARC.COM file, use the L command to run it (again, Basic must be disabled.)

This time, Prompt #1 asks for the name of the .ARC file you want to create. Same defaults, and NO DISK SHAPS.

Prompt #2 asks you to INPUT the name of the file you want to ADD to the ARC file you're making. ARC.COM Reads it, Compacts it, and Adds it. Again, it might take a while.

When the specified file has been digested, Prompt #2 comes up again. If you don't have any more files to add, hit RETURN. This CLOSES the .ARC file and returns you to Prompt #1, from which you can either repeat the process, or RETURN to go to DOS.



[Editor's Note: The following article was reprinted from KEEPING P.A.C.E., June 1987 issue, with our thanks.]

TIPS AND HINTS

Reprinted from
Quad Cities Atari
Users Group Newsletter
April 1987

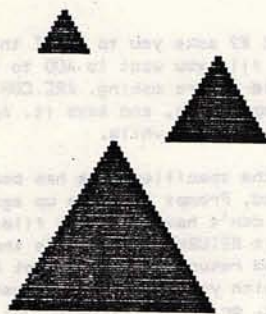
NOISY I/O FLAG: If you would like to turn off the sound of data pulses coming out of your video speaker during disk or cassette I/O, type POKE 65,0. Bring it back with POKE 65,1

BYE BYE REBOOT: Here's a tricky way to rerun an AUTORUN.SYS file without turning off your Atari XL or XE. Press [RESET]. Type in BYE and press [RETURN]. You will see the Self-Test Menu. Press [RESET] again and AUTORUN.SYS will take off.

BINARY LOCATING: Want to find out where a binary program is being loaded? The first six bytes will give you the answer. The following program reads them:

```
10 OPEN #2,4,0,"D:YOURPROG.OBJ"  
20 FOR I=1 TO 6:GET #2,A  
30 PRINT A:NEXT I:CLOSE #2
```

Ignore the first two values which will be 255. Multiply the fourth value by 256 and add the third byte to the result. You now have the starting address. Repeat the above for values five and six to find the ending address of the binary program.<>



The Pyramids
of Egypt

[Editor's Note: The following article was reprinted from the Mil-Atari newsletter, June 1987 issue, with our thanks.]

8-BIT NEW PRODUCT ROUNDUP - JUNE 1, 1987

"Okay, all those letters this month from Antic readers have convinced us there's still an 8-bit Atari market out there," said Springboard Software president John Paulson at his company's CES booth. "You'll be glad to know that Springboard has now started work on an 8-bit Atari version of Newsroom.

Newsroom is a popular entry-level page layout program for easy newsletters. Springboard is already showing an ST version of their Certificate Maker here, this product is currently shipping.

Good news for Atari graphics users who have been trying to find a touch tablet. Suncom's Animation Station for XL/XE is now available. The included software provides many pre-drawn pictures as well as automatic shape generation. The tablet can be used in place of joysticks or paddles to control any standard Atari software, according to Suncom.

At Antic's suggestion, Suncom is now looking into converting their convenient key-board-mounted joystick for use with the Atari 8-bit and ST.

Strategic Simulations Inc. had an extra reason for celebrating at their suite, high above the Chicago River. Last week they

signed a contract with to start the first computer versions of the original Dungeons and Dragons games. You should be able to play D&D on your Atari by Christmas.

Datasoft, now being released through Electronic Arts, has two welcome 8-bit titles due out before July. Video Title Shop (\$29.95) lets you create colorful animated sequences with graphics and moving text -- which can be transferred to your video recorder tape via standard electronics cables. Video Title Shop

includes the Micro- Painter Plus paint program and a library of built-in borders and screen images. Scrolling, position changes, fadeouts and a wh

range of video special effects are supported. A second disk of video "clip art" for the program will also be released this year.

Also from Datasoft at \$29.95 is the second installment of Alternate Reality -- The Dungeon -- which seems to play much faster and more conveniently, with less disk swapping than the earlier installment of this large scale graphics adventure game.

Most of the unreleased software on display at CES was promised for shipment by early summer. One of the few new packages I was actually able to bring back for review is Virtuoso. This is the long-evolving music/graphics storyboard system that Antic previewed almost two years ago. The XL/XE version is \$49.95 and the ST version is reportedly well along in development.

Infocom had two of its adventure programmers on hand at the show -- Dave Lebling (Lurking Horror) and Steve Meretzky (Stationfall, Hitchhikers Guide). Brian Moriarty was left home in Boston to continue working on the new Beyond Zork project which will blend role-playing with the text adventure format. Activision, Infocom's parent company, had only two arcade cartridges for the Atari 2600, Kung Fu Master and Commando. **



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ANTIC'S JUNE '87 CES REPORT

by Nat Friedland, ANTIC Editor

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Opening Day Overview - May 30

Atari's 8-bit computer line is far from dead -- with a new double-speed, double-density 5 1/4 inch disk drive due this summer, as well as the long awaited 1200 baud plug-in modem and the 80-column box... plus the Game System that comes with 64K, a keyboard, a light gun and Flight Simulator II.

The ST has yet another new wave of remarkable and mind boggling products on the way. Within our first hour at CES we saw a 4-megabyte memory board that goes into any ST without soldering, and the Hybrid Arts ADAP Soundtrack CD quality stereo sampling and editing system that competes with the vastly more expensive Synclavier and Fairlight in high-end MIDI.

And these are just quick first impressions from the opening hours of a Electronics Show that supposedly was not going to produce any major new Atari announcements... The first day of CES is still underway as I write this on Antic's trusty Radio Shack 100 in hopes of catching a special Saturday merge that ANTIC ONLINE has arranged with CompuServe. So let's get right to the opening round of news:

8-BIT UPDATE

We'll start with the good news for 8-bit users. The XF551

disk drive is the big surprise. It's a compact 5 1/4 inch drive in XE gray, about 3/4 the size of the now-discontinued 1050 drive and priced in about the same \$160 range as the 1050. The XF551 is also claimed to be 2.9 times faster than a 1050 and boasts true double density -- as well as automatic compatibility with every other density format ever used for the 8-bit Atari. It seemed clear from talking to a number of Atari sources that a 3 1/2 inch disk drive for the 8-bit computers is now unlikely to be produced.

The XF551 drive will have a new ADOS operating system which is nearing by OSS, the creators of DOS 2 and DOS 2.5. Promised features of ADOS include a tree structure allowing directories and easy toggle between menu or command operations.

According to Atari's Jose Lopes, the key engineer/designer of the new products described in this dispatch, the first XF551 drives can be expected to start trickling into the stores by July. The same July arrival date now holds true for the 80-column XEP80 display box (reviewed in the July '87 Antic) and the new 1200 baud SX212 modem. Valdes says both products have been delayed by a wait for delivery of main chips, but all other components and packaging are stockpiled in readiness for assembly at Atari's Taiwan factory.

AtariWriter Plus 80 was operating on the XEP80 in a razor-sharp 80-column display at the Atari Booth. The SX212 modem will be bundled with a new version of Keith Ledbetter's famed Express software which the author is scheduled to demonstrate later in the show.

XE GAME SYSTEM

The first working pre-production prototypes of the XE Game System were view atop the roof of Atari's large booth structure, along with a real Cessna airplane that Atari somehow got into the new CES North Hall. The Game System is essentially a two-piece 65XE computer that costs as much as a 130XE.

But instead of 128K memory, you get a light-gun, a joystick and three games -- Flight Simulator II on cartridge, Missile Command in ROM and a pistol game called Bug Hunt. At least 18 arcade and disk best-sellers are now promised for Atari cartridge by Christmas, including 1 On 1, Gato, Midnight Magic, Karateka, Choplifter and Blue Max. Most titles are to sell for \$19.95 each.

Atari Software Director John Skruch says the XE can get as much as 256K on a bank-switching cartridge. Flight Simulator II only required 128K. Two hard hitting TV commercials for the Game System were on display. This is designed to be sold in separate pieces overseas.

Eventually the light-gun will be available in the USA as an 8-bit peripheral. An ST mouse will work on the XE Game System in trackball mode -- CONTROL-T.

WRITE AN ARTICLE
FOR THE W.A.N.D.

[Editor's Note: The following article was reprinted from CURRENT NOTES, June 1987 issue, with our thanks.]

MEETING HILITES

BY JOHN PALMER

Atari Acquiesces — In what the author of the 8-bit emulator for the ST, Darek Mihocka, says, "Was like a bolt from the blue for when Friday night (15 May) Niel Harris puts up a message for me on Genie, saying in effect, in the sum of our exchange, some 30 messages back and forth, that it's O.K. to go ahead and use Atari ROM's to put out my emulator. Why just two nights before he was up on Genie telling everybody that it was a lousy program." Darek is a student at a college in Waterloo, Ontario Canada. He has been calling, writing, both postal and E-mail, to Atari since January in an effort to get their O.K. to release his program which, as we noted briefly earlier, will permit you to run 8-bit Basic programs on the ST. He now also has it running MAC 65 (?) and *PAPER CLIP*. The program may contain the ROM's in the Atari operating system, in a stipulation by Harris, as long as it appears with the source code publicly. Darek hopes to have it in Analog or Antic soon. Part of Darek's frustration was that he intended to make no money on it, and intended to offer it free. He wanted to prove that it could be done and add a little more spice to the ST pot. Good news, Darek, and a wise decision by Atari. Improvement, additions, and modifications should begin to appear almost immediately after the software emulator is out. Seeing the "Ready" sign on your ST is an eerie flash back for many of us who started out with the original Atari 800 with its 16K of memory, at price almost twice that of the 520 ST fully equipped. Who says Atari hasn't progressed?

BLACKHAWK

a review by John Palmer

I've been playing a very tough, but interesting game called Blackhawk, from Orion Software. Blackhawk is a vertically scrolling helicopter rescue game with great graphics and lots of color. It can also be played in black and white for those with monochrome only.

The object of the game is to rescue the hostages, but it's not just another Choplifter clone. This chopper takes a little skill to fly. The play-mechanics are enhanced through the use of two joysticks and fire buttons. There is a nice 'feel' in using the joysticks, stick one acting in the standard manner for up, down, left or right and stick two allowing you to regulate the throttle and to fire rockets. A number of different enemy obstacles are encountered during each mission. You must reach the embassy where a DELTA FORCE rescue team has secured the area and awaits your arrival.

Different difficulty levels place you further from the embassy. It's hard enough getting there at all, never mind increasing the difficulty. You'll want to pause often (it's the break key) to catch your breath. This is an exciting game that I know everyone will enjoy.

Orion Software is a new company, offering quality software at reasonable prices. See their ad for more details.<>

The regular monthly meeting was called to order at 8:20 P.M. on Thursday, June 4. The treasurer's report and minutes of the May meeting were accepted as read. We have \$377.75 in the treasury.

Gene Swee suggested listing our group in the Computer Shopper as a means of attracting new members. All attending agreed, although most of our referrals seem to come from the Atari Corporation.

Rolly Herman spoke a little about Turbo Basic and reminded us that it is available in the club library along with other new arrivals....call Henry Jacoby for details.

Rolly also brought up a rather sad item about another user's group. It seems their newsletter is now only two pages due to lack of interest. The editor has become rather fed up with the fact that no one is submitting articles. Don't let this happen to us! We are currently offering a blend of our own material plus reprints from other newsletters. This, of course, has the advantage of a wide variety of information but we would like to see more participation by our own members.

Guy Chatellanaz was at CES in Chicago and reported that Atari was showing a new 5.25" DD/DS disk drive for the 8-bit machines. (I called Atari on an unrelated matter and asked about the new drive. It is scheduled to be shipped in the fall with A-DOS and to be fully compatible with the 810 at 1050, as well as other drives).

Some discussion was held on games, touting such as the interactive text of MOONMIST and the challenges of the 'Construction Set' forms of Loderunner and Boulderdash.

Bruce Weinberg was happy to report the continuing success of the bulletin board (914-693-2488) and the growth of its databases and membership.

Rolly volunteered to make up a null-modem cable in order to demonstrate directly the intercommunication between two computers. This led to further discussion on tele-communications and the scheduling of a SIG which was held on Thursday June 18 (8:00 P.M.) at Henry Jacoby's home.

Dom Minitte expressed concern over the fact that Atari seemed to be preventing an emulator (for the ST to run 8-bit software) from being marketed as was reported in last month's WAND. I was happy to announce that the fight is over and the emulator will be in the public domain as well as the OS ROM in question. I learned on GENIE that an agreement was reached and the whole shebang will appear in a magazine by this fall. Sounds like good news for all of us (as soon as the hackers out there speed it up etc.). ST owners - watch for developments and let the rest of us know what's happening.

The meeting was adjourned at 9:15 to be followed by a demo of MAGNAPRINT by Dominick. The raffle brought \$19 profit. Library disks netted another \$11. I then demo AwardWare, a new product from HI TECH EXPRESSIONS. It allows you to design and print awards, certificates etc. on your dot matrix printer. Very friendly, menu - driven and nicely done.<>



800XE PLUS



UPGRADE YOUR 800XL MEMORY TO BE 130XE COMPATIBLE
ALSO CAN BE USED WITH 256K SOFTWARE!
HI-TECH PRODUCT WITHOUT THE HIGH PRICE

This upgrade kit is installed internally, and supplies all hardware and signal decoding to upgrade your 800XL to a powerful 256K computer. The only thing you need to supply is 8-256K Drams and some knowledge of correct soldering technique. The 800XE PLUS supports RAMDISK supplied with Atari DOS 2.5, the RD.COM handler in SpartaDOS Construction Set which gives 192K RAMDISK, and all known RAMDISK software using 16K bank select format!

For the technically inclined, the 800XE PLUS board provides less address buss loading than the TTL derived boards available and has faster logic.

The 800XE PLUS supports the new PaperClip word processor from Batteries Included. The new Synfile +, Atariwriter Plus and Typesetter XE versions will all run on this upgrade.

The 800XE PLUS comes complete with plug-in decoding board, switch for mode select, and complete easy to read instructions. The 8-256K Dram plug into existing sockets in place of the 64K chips. [Some newer 800XLs do not have sockets on all ICs. This will require extensive desoldering and should only be attempted by someone with experience.]

The current price for the 800XE PLUS upgrade is \$45.00. If you do not have the 256K Dram chips, they are available at \$25.00 per set.(8) That would be a total of \$70.00. If you do not have the desire or the expertise to install the upgrade yourself, we do provide that service for an additional \$30.00.

This upgrade is also available for the 1200XL, but due to complicated mother board changes, must be sent in for installation. Because of differences in hardware we do not claim 100% compatability between the 1200XL and the 130XE, although all software to date has run on the 1200XL modified with this upgrade.

Shipping is included if prepaid, cashiers check or money order. (Minnesota residents include 6% sales tax on board and chips). C.O.D. is also available.

Most orders shipped next day UPS ground unless requested otherwise at additional charge.

The 800XE PLUS is warranted against defects in parts and workmanship for 90 days. This is limited to repair or replacement at Triple C Computers discretion and does not include incoming shipment.

TRIPLE C COMPUTERS

6807 226TH AVE. N.E. STACY, MN. 55079
PHONE (612)-462-4435
(TOLL FREE FROM THE TWIN CITIES METRO AREA)

THE W.A.N.D.

VOL. 4

NUMBER 7

JULY 1987

EDITOR-IN-CHIEF

Dr. Roland B. Herman ... 914-946-4134

Advertising Manager

John Palmer 914-939-7965

The Atari Users' Group of Westchester Executive Committee

Pres. Dominic Minnitta 914-939-8255

Vice Pres. Ed DiMaria 914-949-4539

Sec./Treas. John Palmer 914-939-7973

Past Pres. Rolly Herman 914-946-4134

Past Pres. Rick Greenspan .. 914-693-5114

LIBRARIAN - Software

Henry Jacoby 914-761-8664

LIBRARIAN - Documentation

Dr. Herman Silver ... 914-948-8787

The W.A.N.D. is published monthly by the Atari Group of Westchester. We are a group serving the interests of our members by providing current information and instruction in the use of the Atari computer. This is an independent group with no connection to Atari. The opinions expressed in this newsletter are those of the author and not necessarily those of the User's Group.

The W.A.N.D.

4 Charlotte St.

White Plains, NY

10606

Back issues of the W.A.N.D. are available for \$2.00 per copy. Please call Herman Silver at 914-948-8787.

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THE W.A.N.D.

**4 CHARLOTTE STREET
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P.O. BOX 1506
SAN LEANDRO, CA 94577

